

World Grand Prix™

Race the hottest cars in the world. On the hottest tracks in the world. And if that's not enough excitement for you, then build and race your own track.



Now, there are no limits.™

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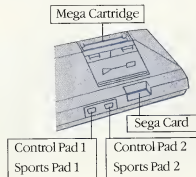
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Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the WORLD GRAND PRIX CARTRIDGE in the power base shown below by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push button 1.
For 2 players: Push button 2.



When you want to design your own track, use the TRACK DESIGN SELECTOR mode and choose from the track selections shown on the screen with the predetermined HOMESTRETCH Section.

By using the DIRECTION CONTROLLER, move to the right and left, and select one of the several course parts available.

Push the DESIGN LOCK button to connect the part to one end of the homestretch. If it protrudes from the track, "PUSH DEL BUTTON" will be displayed on the screen. Push DELETE button and delete the ill-fitting part.

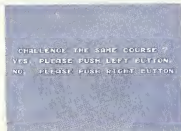
Connect the parts one after another until they finally reach the other end of the homestretch.

When a circuit is finished, the following message will appear:



Push the RIGHT button if more design changes are wanted. If the racing track is satisfactory, push the LEFT button. The screen will change to the LEVEL SELECTION, where you may choose the desired LEVEL.

NOTE: Every time the player reaches the finish line of a DESIGNED TRACK, the following message will appear:



Push the LEFT button when you want to compete again on the same course. To move to another course, push the RIGHT button.

There is no Parts Shop on DESIGNED TRACK.

Choose Your Level

Before you start each race — whether it's on one of the twelve world-famous racecourse tracks or on a course you create yourself — you must choose a level, 1, 2, or 3 by using DIRECTION CONTROLLER.

TO CHOOSE YOUR LEVEL SELECTION —
MOVE UP/DOWN ARROW TO DESIRED LEVEL.

Drivers, Man Your Cars



After choosing the LEVEL, the track and the specified time limit will be displayed. To START push Button 1.

When the START lamp becomes blue, accelerate so that you car's throttle is wide open.

If the clock runs out before reaching the finish line, the driver will be disqualified and not allowed to participate in the next circuit's competition. You'll have to enter a new race.

Powering Up Your Car

Once you earn enough points to be able to enhance the power and performance of your racecar, you will automatically move to THE PARTS PIT STOP to power up. Here, you can buy something for your car. Or, if you like, you can simply continue racing.



THE PARTS

Here are the choices you will be given if you EXIT.

ACCELERATOR 200 points
HANDLING 300 points
ENGINE 400 points

TO POINT TO YOUR SELECTION—press the UP or DOWN CONTROLLER ARROWS.

TO MAKE YOUR SELECTION—press BUTTON 1.

TO GET BACK TO THE RACE—point to EXIT and press BUTTON 1.

When you do not want to obtain parts bring → to EXIT, push the START button, and return to the track. To buy any desired item, maneuver ARROW beside it and push the START button. After completing your purchase, move ARROW beside EXIT, activate the START button, and resume racing.

The parts obtained can be used for the next race. However, they will disappear after it ends. You must score points to buy them back.

Driving Tips

Gear

Your GEAR LEVER CONTROLLER can be shifted to up or down to change speed from LOW to HIGH and vice versa.

To run at the desired speed, the appropriate GEAR which corresponds to the speed should be chosen.

0-150 KPH LOW
150-300 KPH HIGH

Brake

In the case of a potential collision, step on the brake before your car crashes with the opponent's. After deceleration, pay attention to the SPEED METER and the GEAR as well.

Passing

Normally, the “OUT-IN-OUT” and “SLOW-IN FAST-OUT” techniques are the ones most frequently used by the competitor's cars. Closely watching the opponent's movements enables the player to skillfully overtake him.

Curb

On the red or white curbs the car's speed decreases. Quickly move away from there to avoid any time losses. Paying attention to this advice will greatly help you to win the race.

Crashing

A collision occurs when the player's machine makes contact with the opponent's car or billboards. Although you can start again from where the accident took place, you lose a lot of precious time.

Helpful Hints

At the beginning of each race, you are shown the outline of the course. Try to remember it. This will help you know when to slow down for curves and go full throttle on the long straight stretches.

Know The Score

Here are the point awards for each of the 12 courses as well as custom-designed tracks. Finishing the race within the allotted race time will earn you a 6th place or better.

1st place	200 points
2nd place	100 points
3rd place	80 points
4th place	60 points
5th place	40 points
6th place	20 points

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
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